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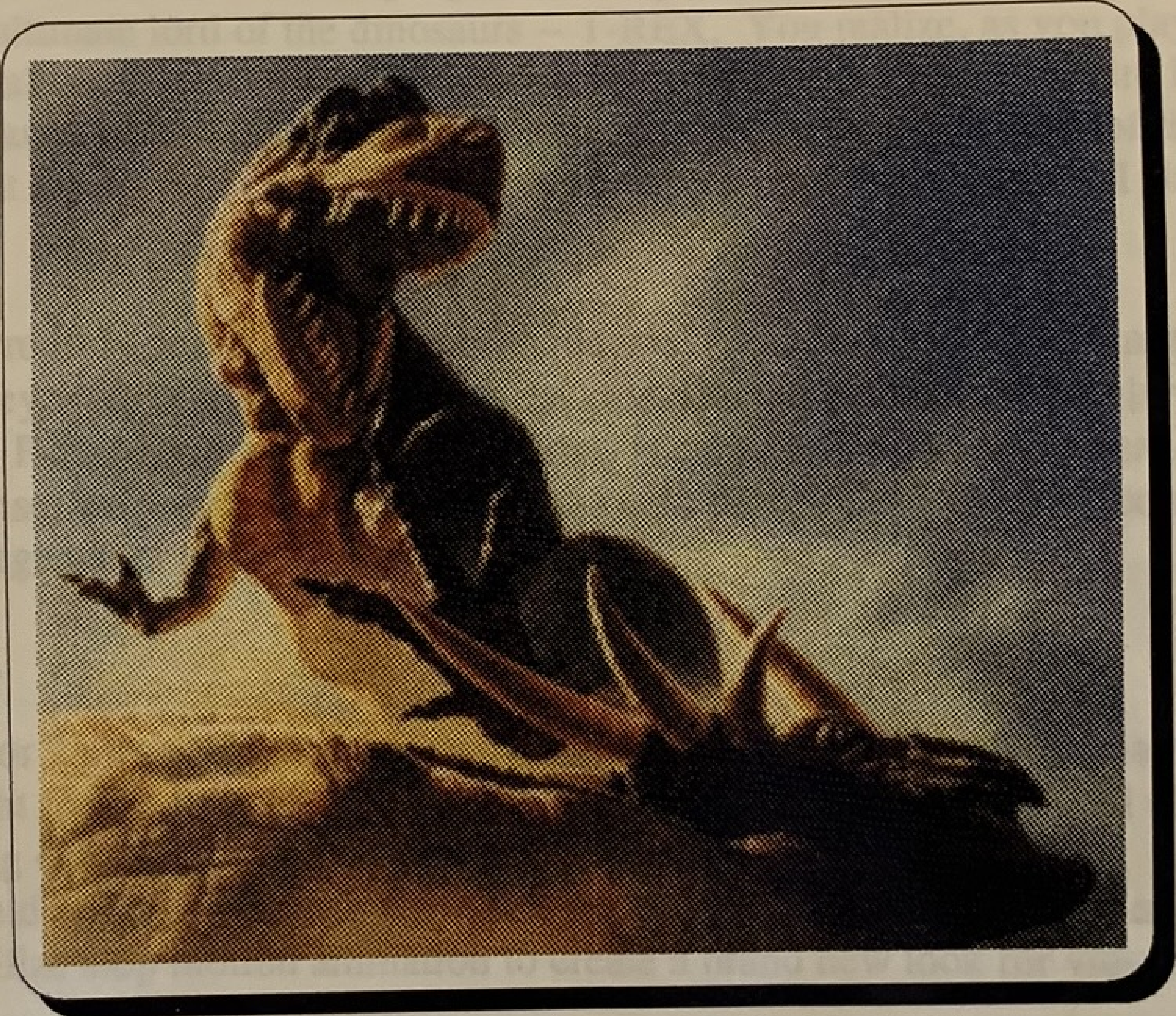
T-REX Game Concept Proposal
Tuesday Oct 13, 1992 - 2:00pm
Central Conference Room

Game Concept Proposal for Atari Games Corp.

submitted by
Dennis Harper
October 13, 1992

T-REX



Additional Game Design by:

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T-REX

INTRODUCTION:

Have you ever seen a movie that was so realistic that you wished you could be in the pilot's seat, or that you could control the monster wreaking havoc on the city? Video games have given players a taste of this, but we intend to give the players a more realistic fantasy than they have ever experienced.

In a lost world of volcanoes, lush fern jungles and impossible creatures, you can experience control over the ultimate lord of the dinosaurs -- T-REX. You realize, as you play, that this monster is really alive. Every twitch of his tail, every blink of his eye gives him life. It looks so real, because the animation rate is running at 30 times a second! The motion of the beast is mesmerizing, as it fights, roars and kills prey. Ooops! Game Over.... I guess I should put in more money.

Dinosaurs are incredibly popular with our core players. What's more is that dinosaurs are not a fad. They were popular when we were kids, and are even more popular today. For instance, Jurassic Park (the newest Spielburg Film) is slated for release next year. We are not suggesting a license, we purely want to ride on the coat tails of the sure-to-be commercial success and upsurgence of interest in dinosaurs.

OVERVIEW:

- This is a 1 or 2 player fighting game, using Tyrannosaurus Rex as the main character.
- Players fight for the best 2 out of 3 rounds, where the winner takes on all challengers.
- The fighting competition will be side to side.
- The playfield will interact with the dinos, providing additional obstacles and hazards.
- We will utilize stop motion animation to create a brand new look for video games.

- We could offer this product in two different configurations:
  (1) A double wide "cinemascope" screen, utilizing large dinosaur characters.
  (2) A single screen, using smaller dinosaur characters.

PRESENTATION:

In this game we envision the dino characters using extremely smooth motion. We will be using a technique we call "Full Motion Video". What this means is that the character motions will be planned using 30 frames per second. This is equivalent to a real-time video or film production. We would like the player to be astounded at the clarity and smoothness of motion that *he* is actually controlling. Every "static" pose will have unique subtle motion associated with it. The dino's tail will whip around constantly, heads will bob, limbs will move slightly.

In order to generate these smooth motions, we will employ "stop motion" film techniques used for decades. The T-REX model/puppet will be created by a profession model designer, specifically for use in stop motion animation. We intend to setup a stand-alone stop motion video studio for exclusive use by this project. Detailed storyboards, timing diagrams and move matrices will be created by the project team. Then, in-house animators or contractors will be employed to do the actual stop motion sequences.

The T-REX dino characters will be displayed very large on the screen (about 1/2 screen). In order to allow sufficient battle space, 2 side-to-side display monitors will be used in conjuction. These displays should be matched together in single wide "cinemascope" screen (ala XMEN). This provides lots of playfield room for the players to use.

We are using the Tyrannosaurus Rex as our main character because this monster represents the fiercest predator to ever stalk the earth. Fighting with different types of dinosaurs has been considered, but with the major memory usage this technique will experience, it is likely that only one type of dinosaur will be possible. This still remains to be seen, pending memory usage analysis. Other dinosaurs may be partially viewed in the background for added realism.

The motion of the T-REX dinosaur we will try to emulate is based on the newer models of dinosaurs, especially the T-REX, that suggest that dinosaurs were warm blooded, fast moving, birdlike predators. We do not want to represent the T-REX as a lumbering giant, squashing food with elephant-like feet. The dinosaur should react quickly, stepping firmly but gracefully. Motions should be sinuous and fluid, each special move blending seamlessly into the next.

GAME PLAY:

This is a "one-on-one" fighting competition, similar to Street Fighter II. Some of the major elements of SF-II, such as man to man competition and learning character movements, will be embodied by our game design. Players will use two 8 position joysticks to control the many and varied movements of the dinosaur. Emphasis will be put on quick control response and smooth motion quality.

The battle takes place in a variety of landscapes. The play is "round" based. There are 3 rounds. The player winning the best 2 out of 3 rounds wins the game and gets to play the next game for free, meeting oncoming challengers. Each round is timed to ensure a maximum game time. Locations for each round might include: Fern Jungle, Geothermal-Volcanic Area, Swamp, Caves or Future Demolished City.

Each player will have a highly visible energy bar, which displays his life force. Players fight until they no longer have any energy to survive. A detailed death sequence will be displayed, perhaps showing the flesh decaying and bones falling into the ground; or alternately, the victor will devour his opponent. If the timer expires before a player has lost all his energy, the round is awarded to the player with the most energy. A tie is possible, but unlikely. Players will lose energy whenever they are attacked, wounded, dismembered or fall down.

The playfield will have a more interactive effect than most fighting games. The playing surface will provide obstacles that may be hazards in one situation, but helpers in another. Player can trigger "traps" for the other player/computer. Avalanches, tree falls, tar pits, quicksand and flash floods are a few ideas for these types of dynamic playfield structures.

To mix-up the action, we would like to offer an infrequent bonus round to the players. This will be given to the players after a certain number of rounds are played, on a semi-random basis. In this bonus round the dinosaurs will each go through a extensive "Roaring" sequence, which will scare cavemen out of the undergrowth. The cavemen scream and run across the battle playfield. Each T-REX must collect, chomp and eat as many cavemen as possible before the bonus timer expires. As the players control this feeding frenzy, the T-REX crunches the bones and squeezes out the juices of the lowly cavemen. Cavemen can also be fought over and ripped in half. Fun, huh?

MOVEMENT and CONTROLS:

The player's T-REX movement will be controlled by two 8 position joysticks. These joysticks respectively control (1) movement and (2) attack/defend. We intend to use analog joysticks which will give us more subtle movement control. Each joystick will have a trigger type action button which will allow alternate types of movement.

The first joysitck will be called "LEGS". This one controls the side to side motion, squats and jumps. With analog control we can have various levels of walking speed and/or jumping motion. The action button on the LEGS joystick will control the TAIL. If this button is pressed, the joystick movement will directly control wide tail sweeps, turning the dinosaur around. The TAIL can be used to stun an opponent with a body blow or to trip the opponent with a leg whip.

The second joystick will be called "HEAD". This one directly controls the T-REX's head movement and body attitude. Joystick actions toward the opponent are attack moves and actions away from the opponent are defend moves. The action button on this joystick initiates the dinosaurs' CHOMPing sequence. At specified points within the lunge or defend sequences, we will allow a CHOMP animation. This is the primary offensive attack move. Again, using the analog joystick, each CHOMP can take place at various positions, some actuating small "nipping" sequences, others full scale CHOMPs.

Combination moves are a certainty with this much motion control. Certain joystick/joystick combos or joystick/button combos will initiate predefined animation sequences. We would like the T-REX character to appear nimble and active. Full flips and pinwheel sorts of moves are likely to fill out the roster of combination moves. Also, we will include canned sequences that are initiated from player to player conflict. For instance, if one player does a tail whip, the other may have a chance to CHOMP his tail. This will automatically start a sequence in which one dinosaur may be thrown through the air by his tail.

Please see attatched control matrix for more detailed control movement response.

Task Worksheet

DESIGN TASKS:

- Extensive analysis of Street Fighter II. Timing of different moves and combinations.
- Design T-REX movement matrix and assign timings to moves.
- Design combination moves.
- Design reaction moves.
- Storyboard each sequence for use in stop motion studio.
- Scetch various treatments of the T-REX for use by model designer.
- Resolve use of "gore" feature.

SOFTWARE TASKS:

- Revamp of motion object driver.
- Fighting "engine".
- Collision editor.
- Move editor.
- World editor.
- Computer opponents.

VIDEO REQUIREMENTS:

- Stop-motion video lab.
- Model stand with chroma screen.
- Sony RGB camera.
- Macintosh Quadra 900 for direct to disk capture and picture processing.
- NuVista capture card for Mac.
- Ethernet card and link into lab.
- Large external storage. Hard and optical disks for picture storage.
- Custom lighting fixtures that remain in lab.

Control movement matrix

3/15

"LEGS" Joystick - with TAIL button

	Level 1	Level 2
UP	Hop in place	Jump in place
UP-RIGHT	Hop right	Jump right
UP-LEFT	Hop left	Jump left
RIGHT	Walk right slow	Walk right fast
LEFT	Walk left slow	Walk left fast
DOWN	Small squat, in place	Large squat, in place
DOWN-RIGHT	Small squat, walking right	Large squat, walking right
DOWN-LEFT	Small squat, walking left	Large squat, walking left

Note: When "TAIL" is pressed, "LEGS" joystick controls the tail directly.

"HEAD" Joystick - with CHOMP button
(assumes facing right)

	Level 1	Level 2
UP	Small "Roar"	Large "Roar"
UP-RIGHT	Attack head - quick	Attack head - long
UP-LEFT	Defend head - quick	Defend head - long
RIGHT	Attack midsection - quick	Attack midsection - long
LEFT	Defend midsection - quick	Defend midsection - long
DOWN	Duck in place	Large squat, in place
DOWN-RIGHT	Attack legs - quick	Attack legs - long
DOWN-LEFT	Defend legs - quick	Defend legs - long

Note: When "CHOMP" is pressed, the attack biting sequence is initiated.

T-REX MOVE MATRIX

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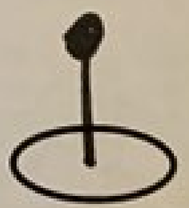
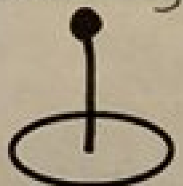
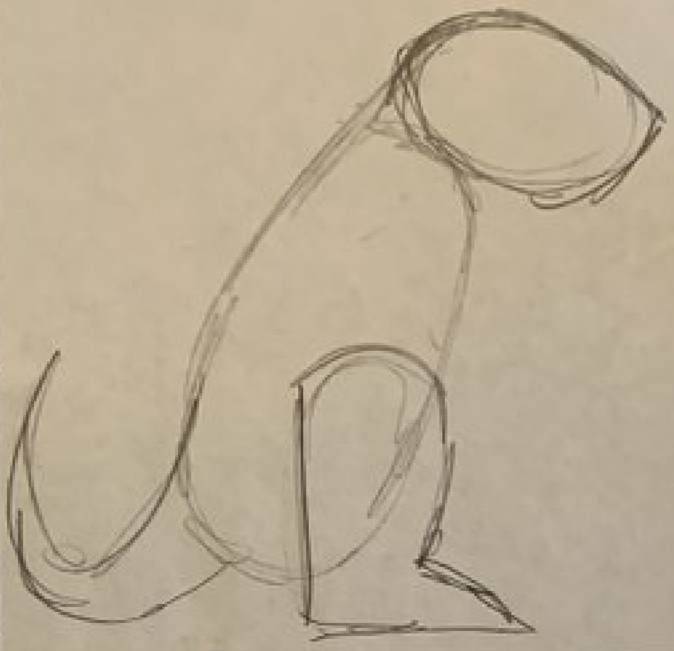


1 Nothing
Ready Pose
2 nothing

②





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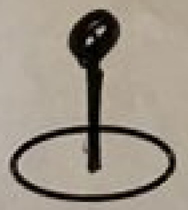
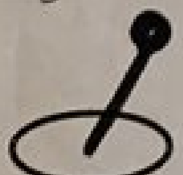
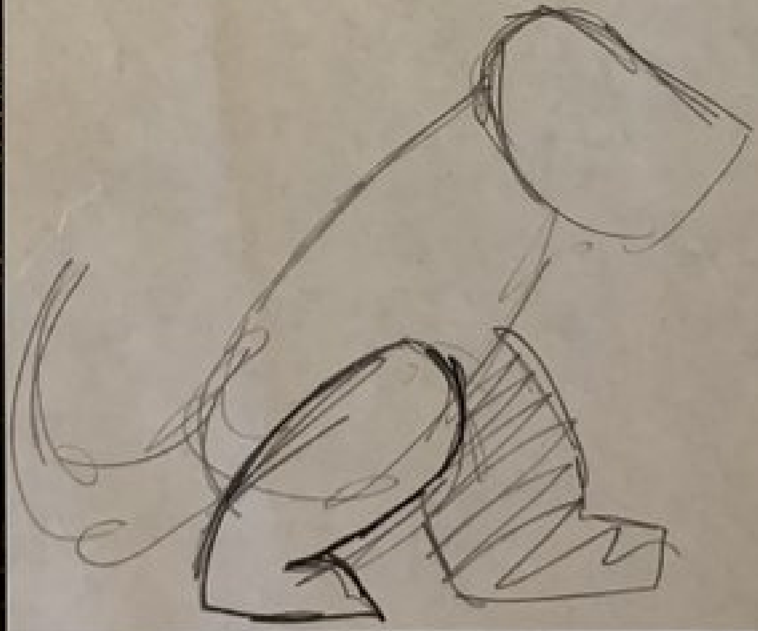


1 Nothing
Walking Norm.
2 Right 50%

②





S.SAVA 9/27/92